GAME BOY ADVANCE®
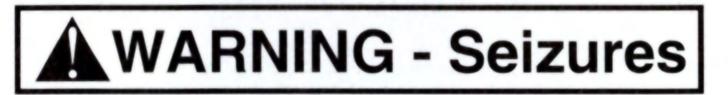
AGB-AHNE-USA

INSTRUCTION MANUAL

SPYHUNTER®

MIDWAY

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Official
Nintendo
Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

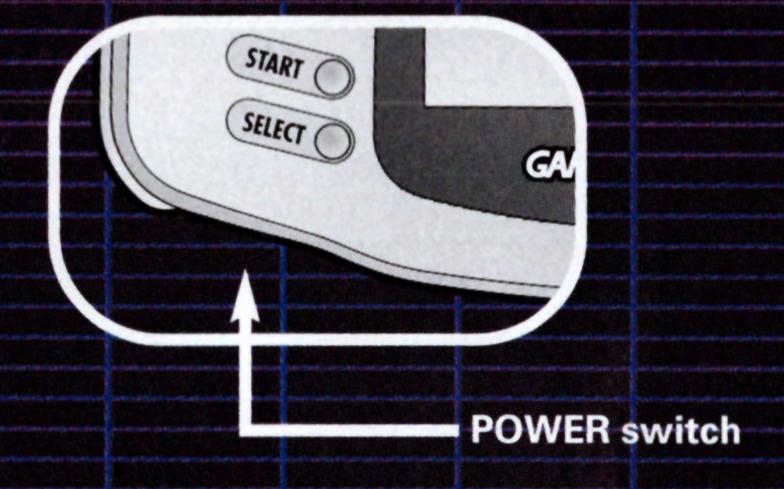**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

TABLE OF CONTENTS

GETTING STARTED

Please follow the instructions below before attempting to play this game.

POWER switch

- Make sure the POWER switch is in the OFF position.

- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy® Advance system, label facing AWAY from play side.

- Slide the POWER switch to the ON position to turn ON the power.

- Follow gameplay instructions throughout this manual.

GETTING STARTED

After turning the POWER switch ON, the game credit screens will appear. If you do not see the credit screens, follow the directions on the opposite page.

When the SpyHunter title screen appears, press START to proceed.

The first time the game is started a language text select menu will appear. Select the language of your choice. The Language text setting may also be changed by using the game options menu.

If you accidentally enter the wrong language selection, turn the power off and then on. Press and hold START during the display of the copyright page. Release START when the Midway logo screen is displayed. The language menu will be available after the display of the SpyHunter logo page. Select a new language and continue.
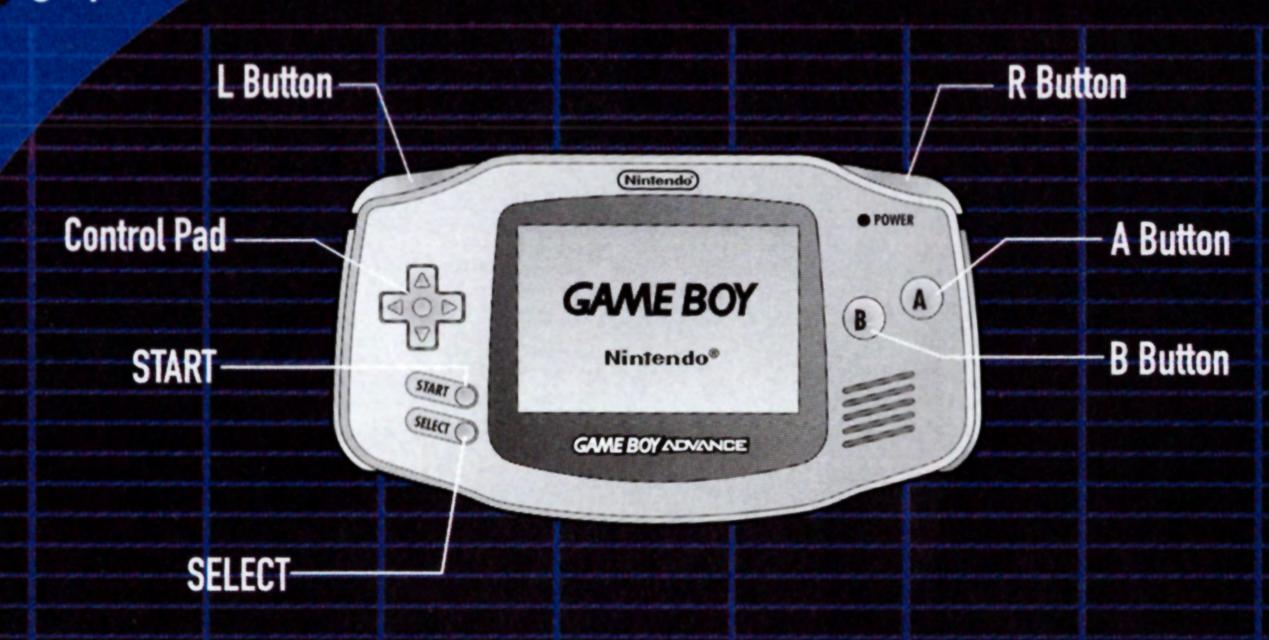
Press the A Button to proceed to the Agent Select menu. Enter your name to create an agent data profile.

NOTE: Game information is saved during this procedure.

CONTROLS

The following pages will give you a description of what the controls are in SpyHunter™. Refer to the graphic below for button locations.

L Button

R Button

Control Pad

POWER

A Button

GAME BOY

Nintendo®

B Button

START

GAME BOY ADVANCE

SELECT

MENU NAVIGATION

Control Pad - Highlight menu selections
A Button - Confirms selection
B Button - Return to previous screen
L Button or R Button - Select agent mode or alternate vehicle

CONTROLS

You may select either the Standard or Alternate configuration in the System Options menu under Controls. The standard configuration is the default setting.

STANDARD CONFIGURATION

Control Pad ⬅ / ➡ - Steer

A Button - Accelerate (tap twice for Turbo)
B Button - Brake / Power slide
L Button - Select Offensive Weapon
R Button - Deploy Offensive Weapon

Control Pad ⬇ + A Button - Vehicle Reverse
Control Pad ⬆ - Lock On (Guided Missiles)
L Button + R Button - Deploy Defensive Weapon

START - Pause game

ALTERNATE CONTROL

Control Pad ⬅ / ➡ - Steer

A Button - Accelerate (tap twice for Turbo)
B Button - Select Offensive Weapon
L Button - Deploy Defensive Weapon
R Button - Deploy Offensive Weapon

Control Pad ⬇ - Brake / Power slide
Control Pad ⬇ + A Button - Vehicle Reverse
Control Pad ⬆ - Lock On (Guided Missiles)

START - Pause game

NOSTRA INTERNATIONAL

Nostra International is a company based in Israel with facilities all over the globe. They deal in food products, bio-chemicals, genetics, e-commerce and children's software.

Daemon Curry, President of Nostra International, is viewed by some as the next messiah. He is an intellectual with keen business sense and political savvy. He is connected in very high places within every government of the world, and even with the church.

Hell is about to be unleashed.

Ever since Daemon Curry was a teen, he was fascinated with the prophecies of Nostradamus. He felt the one spoken of in the books, the one who would be king and bring the world to its knees, the one who would rewrite history; he felt this one would be him. It's funny how a name can go to your head.

AGENT BRIEFING

In the early 80's he started Nostra to fund his visions of destruction. Twenty-two years later, he is at last ready to start his unholy war. He has tainted government elections; assassinated presidents and poisoned priests to attract the media and buy himself time. He has grand plans for this world. "Fire will fall from the sky, rivers will run red with blood, and a war unlike any the world has seen will unleash the four horsemen unto earth." To help him realize his vision, he has assembled an army of spies and assassins to spread across the globe like a disease and establish strongholds in strategic locales. Once his plan is complete, he will unleash the four horsemen to spread famine, disease, pestilence, and war. Then, as it is written, "One man will become king and all the dying world will become slaves for his pleasure."

To deal with this growing threat, IES (International Espionage Services) has created a team known as SPYHUNTER. The main weapon in this team's arsenal is the G-6155 Interceptor: a state of the art automobile with enhanced weapon and transition capabilities and an onboard computer, named "Leonie," that helps analyze and identify possible targets. The Weapons Van, a mobile ammo replenishment unit, is usually positioned just past enemy lines to assist the G-6155 in fulfilling its mission. Their job is to locate Nostra's legion and prevent them from carrying out these prophecies.

The Hunt is on.

PROFILE MENU

In this menu you can create a new profile, select an agent profile for use or delete an agent profile. New profiles can be entered by highlighting and selecting a blank profile slot. Use the Control Pad and A Button to enter the agent name. If you make a mistake, you can use the B Button to delete the last character entered. Select END when finished.

SAVING GAME DATA
SpyHunter uses an "auto-save" feature. This means the game will automatically save your progress for each agent profile.

MAIN MENU

From the Main Menu, you can select one of four sub-menus. These menus include:

OPERATIONS - Allows agent to choose mission and view status.

SYSTEM OPTIONS - Allows agent to modify game parameters, enable cheats and change language settings.

ARCADE MODE - Select this mode to play an arcade style of game. Arcade Mode is locked, but you can unlock it by completing the primary objective in all missions.

LINK MODE - Allows for 2 players to compete in head-to-head racing.

OPERATIONS MENU

From this menu you can select your mission and mode of play. Use the Control Pad to highlight a mission and press the A Button to select. Only unlocked missions can be selected. When a player completes the primary objective in a mission, it will unlock the next mission for the agent.

Up to three modes of play can be selected from this menu; Normal Agent, Special Agent and Super Agent. You can select the mode of play by using the L or R Buttons. Super Agent can be unlocked by completing all mission objectives in the Normal Agent mode.

Normal Agent is the default mode of play. Use this mode to complete mission objectives, collect power-ups and unlock features.

Special Agent - This mode of play allows an agent to test their driving and shooting skills. Use this mode to see the various mission locations without the presence of Nostra enemies. The agent is challenged to activate satcoms and eliminate chickens as they race down through the location.

Super Agent - This mode is more challenging than the Normal Agent mode of play. Enemies are tougher and objectives have been relocated. If you make it through this, you deserve the title of Super Agent. In order to reach this level, the agent must first unlock it by completing all mission objectives in the Normal Agent player mode.

SYSTEM OPTIONS

At the Main Menu, highlight SYSTEM OPTIONS and press the A Button to access the System Options Menu.

SETTINGS

There are three settings to change in this sub-menu. Press Up or Down on the Control Pad to navigate each option. To change the option, press Left or Right on the Control Pad. SOUND FX VOLUME controls the volume of the game's sound effects. MUSIC VOLUME controls the volume of the game's background music. Use the BRIGHTNESS setting to adjust the brightness level on the screen.

CONTROLS

You may choose from two different control configurations here. STANDARD and ALTERNATE are your choices. Make sure the one you want to use is on the screen and press the A Button. Each control configuration is listed on Page 4.

CHEATS

This sub-menu displays game cheats you've unlocked. To activate the cheat, highlight the cheat and press the A Button.

LANGUAGE

You can set the language of the game here. There are five languages to select from. Highlight the language you want to use and press the A Button.

ARCADE MODE

Challenge your skills by selecting this game mode of play. How far can you get before the Nostra enemies get you? This mode of play allows you to race down an endless road destroying enemies and collecting points. Agents collect power-ups along the way to help them on their mission. Top players get to enter their initials in the Top Agent Hall of Fame records.

Only qualified agents are allowed to participate in this game mode. It must be unlocked first. To unlock this game mode, complete the primary objective in each mission while in the Normal Agent mode.

MISSION OBJECTIVES

Each mission has a set of objectives the agent needs to complete.

PRIMARY OBJECTIVE

A single objective that must be completed in order for the mission to be successful. The primary objective must be complete in order to gain access to the next mission level. Completing all primary objectives in all missions unlocks Arcade Mode at the Main Menu.

SECONDARY OBJECTIVES

Smaller objectives the agent must complete along the way. Secondary objectives are not required for mission success.

NOTE: All primary objectives and secondary objectives must be completed to unlock the Super Agent mode.

VITAL DATA

G-6155 INTERCEPTOR

The G-6155 Interceptor used by IES is a prototype of the most advanced counterintelligence vehicle ever developed. It incorporates the latest high-tech systems and includes many experimental weapons and features. The most significant advancement it possesses is the ability to transform itself into a number of alternative forms quickly and without stopping, allowing it to operate on both land and water. It also includes a state-of-the-art computer system that controls or semi-automates many of its capabilities.

USING WEAPONS

The G-6155 Interceptor is equipped with the latest in high-tech weaponry, both offensive and defensive. As your missions continue, your vehicle will be upgraded with the latest in IES weapons technology.

If you are being followed by NOSTRA agents, use the Interceptor's defensive weapons. These weapons include an Oil Slick and Smoke Screen. Proper use of defensive weapons is vital for any agent if they are to complete their missions successfully.

The Interceptor is also fully equipped with a powerful arsenal of offensive weapons. Your stock machine guns will upgrade to become even more deadly. New IES technology allows for precise deployment of missiles as well as EMP (electromagnetic pulse) blasts. Perhaps the most significant improvement in offensive weapons is the Plasma Cannon. The Plasma Cannon is the pinnacle of IES weapons technology and is the most powerful weapon yet to date.

VITAL DATA

INTERCEPTOR MORPHING

The G-6155 Interceptor has the remarkable ability to transform itself from a land-based vehicle to a water vehicle depending on the current terrain. This incredible feature is what makes the Interceptor so dangerous to NOSTRA. New IES technology allows for the Interceptor, if damaged badly, to jettison its outer frame and become a small (but just as deadly) one-man vehicle. Being lighter and faster than the Interceptor, this vehicle unfortunately doesn't allow for the Interceptor's full arsenal of weapons. Offensive weapons do not change, but the defensive weapons are eliminated when the Interceptor is in this state.

SATCOMS

Throughout some missions, you will be required to find and activate IES tracking units called SATCOMs. These global-tracking units allow for IES forces to monitor your activity and provide necessary replenishments via a Weapons Van or Weapons Boat per mission.

WEAPONS VAN / WEAPONS BOAT

Located in every mission you will find a weapons vehicle. These are either in the form of a van or boat. Find the van or boat and proceed towards the rear of the vehicle. When you are within range of the vehicle, you will be automatically taken aboard it. After a brief period, your Interceptor will emerge, fully armed (weapons replenished), fully repaired (full health) and the Interceptor's turbo chargers will be full as well.

TECHNICAL DATA
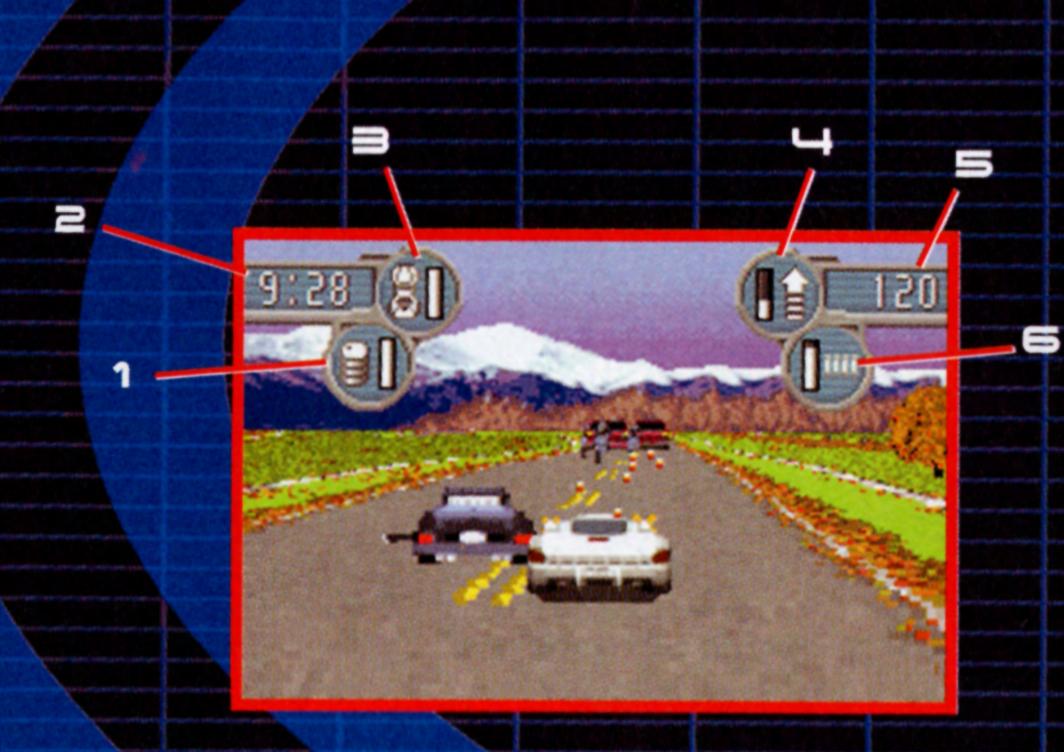
HEADS UP DISPLAY (HUD)

While playing, keep your eye on the HUD. The HUD features all of the important information you need during your missions.

1. Current Defensive Weapon and Rounds Remaining

2. Time Remaining

   Arcade Mode: This is replaced with Distance Driven when playing in Arcade Mode). Your score will also appear in the middle of the screen.

3. Interceptor Damage Meter

4. Turbo Boost Remaining

5. Current Speed

   Link Mode: This is replaced with a Count Total. The second player's total will appear below your total.

6. Current Offensive Weapon and Rounds Remaining

TWO PLAYER GAMES

Link Mode allows you to take on a friend in two different games. In order to play against another person, you will need a Game Boy® Advance Game Link® Cable (sold separately). Follow the appropriate instructions provided with the Game Boy® Advance Game Link® Cable before attempting to play a 2-Player game. At the Main Menu, select LINK MODE and press the A Button. It is important to note that only Player 1 can navigate through the menus at this time. After pressing the A Button, a brief pause will occur while both players are connected.

NOTE: When playing a 2-Player game, two SpyHunter™ Game Paks are required. The Game Paks should be inserted in Player 1 and Player 2's Game Boy® Advance system.
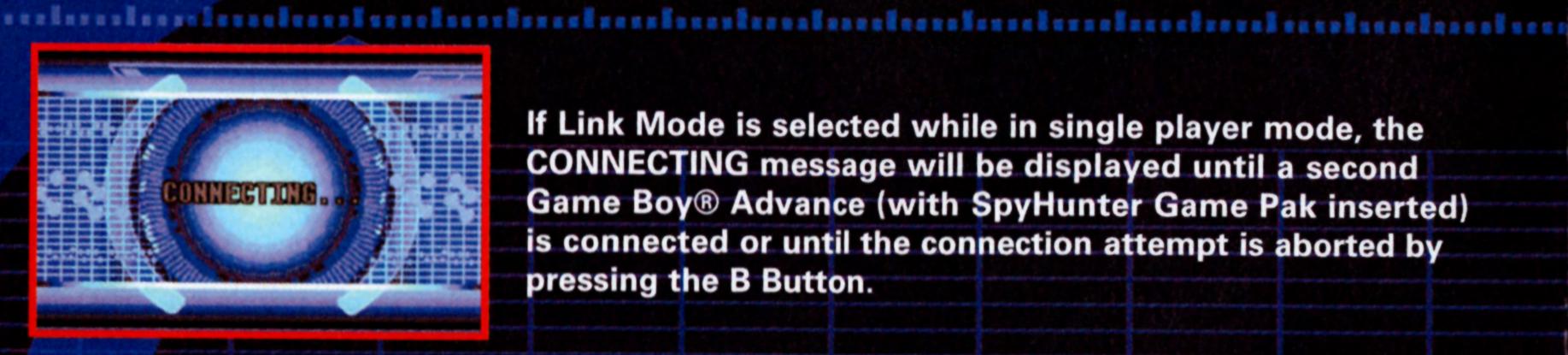
2-PLAYER GAME

TWO PLAYER GAMES

If Link Mode is selected while in single player mode, the CONNECTING message will be displayed until a second Game Boy® Advance (with SpyHunter Game Pak inserted) is connected or until the connection attempt is aborted by pressing the B Button.

Players compete in Special Agent mode when linked. They can compete to collect the most items in 8 missions. Any mission level can be selected while in Link Mode.

In each mission the agent objective is to activate the most satcoms or to eliminate as many chickens as they can. The mission select menu displays which player won each mission.

The agent with the most collected points at the end of the mission is the winner.

DEFENSIVE WEAPONS

Along with state-of-the-art offensive weaponry, the G-6155 Interceptor is equipped with a few defensive countermeasures. These are slight modifications from the orginal 1983 Interceptor model's defensive weapons.

OIL SLICK

The G-6155 Interceptor's first line of defense is the ability to saturate the ground behind it with a thick coat of oil. This spray causes the ground to become very slippery and most enemies will not be able to maintain control of their vehicles.

SMOKE SCREEN

Another defensive weapon is the Smoke Screen. When activated, it leaves a trail of heavy smoke that is impossible to navigate through for a brief period of time and takes away turbo power from pursuing vehicles.

OFFENSIVE WEAPONS

9mm GUNS
Your Interceptor will come equipped with a pair of 9mm machineguns. The guns are powerful enough to get some of your earliest missions completed, but eventually you'll need more firepower in order to stop NOSTRA and their agents.

25mm GUNS
The last upgrade you will receive on your Interceptor's guns is a pair of 25mm guns. IES technicians have concluded that the strength of these guns rivals that of any NOSTRA vehicle's guns.

UNGUIDED MISSILES
Advancements in weapons technologies have allowed IES to equip all G-6155 Interceptor's with a standard unguided missile battery. These missiles can only be fired directly in front of the Interceptor one at a time, so aim carefully!

GUIDED MISSILES
The Interceptor's first missile upgrade allows its driver to lock on to a target (Control Pad ↑) and launch a single missile at it. Depending on the range of the target, missiles can be semi-automatically fired. This upgrade allows the Interceptor to reach targets previously out of reach.

OFFENSIVE WEAPONS

SWARMER MISSILES

This final missile upgrade allows the Interceptor to fire a salvo of guided missiles (Control Pad ⬆) at a target. Other enemies (or civilians) within a close proximity of the targeted enemy run the risk of being hit by one of the three missiles that are fired.

EMP

This weapon fires a bolt of electromagnetic energy that is capable of disrupting electrical equipment, rendering it inoperable. The EMP gun is the weapon of choice when it comes to disabling terrorist weapons such as bombs.

RAIL GUN

The second most powerful experimental weapon in the IES arsenal. When fired, the Rail Gun releases a small but highly destructive particle burst near the speed of light. The Rail Gun has the ability to lock on to targets (Control Pad ⬆).

PLASMA CANNON (ARCADE MODE ONLY)

Once an experimental weapon, the Plasma Cannon releases a burst of highly charged particles that obliterate any target in its line of fire. The Plasma Cannon is the greatest weapon in the IES's arsenal.

ENEMY DATA

As the NOSTRA organization has grown over the years, so has its tools of destruction. While IES was busy developing the modern day Interceptor, NOSTRA has made significant improvements to its own arsenal of vehicles. Stronger armor and better performance, coupled with a wider variety of vehicles have made it possible for NOSTRA to strike terror throughout the globe and on virtually any terrain. The following are images and brief descriptions of NOSTRA vehicles to be aware of. IES advises agents to use extreme caution as some NOSTRA vehicles in operation have not yet been identified.
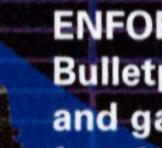
BARREL DUMPER
Especially dangerous in tight quarters, this agile ship dumps barrels of explosives from the rear of the ship.

MAD BOMBER
The sheer number of bombs dropped from this modified helicopter will drive even the best drivers mad.

ENFORCER
Bulletproof glass and panels protect this vehicle, while rocket launchers and gatling guns attack whatever is unlucky enough to be around it. A formidable, but not unstoppable foe.

ENEMY DATA

SWITCH BLADE

High-speed titanium drills combined with superior agility make this a deadly opponent to drive next to.

ROAD LORD

Hydraulic rams and speed boosters make this bulletproof truck a threat from both side and rear.
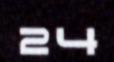
DR. TORPEDO

Advanced twin hull design fitted with fore and aft torpedo launchers will give a lethal dose of damage.

NON-IDENTIFIED AGENTS

Since NOSTRA can be found throughout the globe, be on the lookout for their agents. They tend to occupy whatever vehicles they can, such as this gun-toting motorcycle rider photographed in Venice, Italy.

GAME HISTORY

Back in 1983, arcades could be found in almost every neighborhood of the United States. Jam-packed with people of all age groups, the videogame industry was booming and players eager to experience the latest games would make their weekly (sometimes daily) pilgrimage to their local arcade. During this time, game companies had released a wide variety of games geared towards specific consumers. Only a handful of those games would become classics; SpyHunter is one of them.

Created by George Gomez in 1983, SpyHunter hit the arcades with a style all to its own. Unique cabinet designs and highly addictive gameplay launched SpyHunter to the top of the "must play" lists. One of the original SpyHunter cabinets' features was the steering wheel interface. While the cabinet itself contained the wheel, a gear shift and accelerator pedal, the wheel featured four buttons in which to complete your missions. Machine guns, Missiles, Smoke Screen and the Oil Slick were available to you at certain points in the game. All of which were activated by pressing a button on the wheel.

Another element of the game which made it special was the soundtrack. Fans of the original game still hum the tune to this day. The "Theme From Peter Gunn" is one of the most memorable songs from a game. In fact, most people would probably associate the tune with SpyHunter than Peter Gunn. Created by Henry Mancini (creator of the famous "Pink Panther Theme"), the "Theme From Peter Gunn" played in the background while the player tried to rid the world of evil. Now, almost two decades later, that same theme is still the "audio backbone" of SpyHunter.

Now in the next millenium, Midway has returned to the roots of the original game. Fast-paced, exciting and challenging, SpyHunter has returned with a vengeance.

The world is in distress, evil lurks throughout the globe. Your Interceptor is waiting.....

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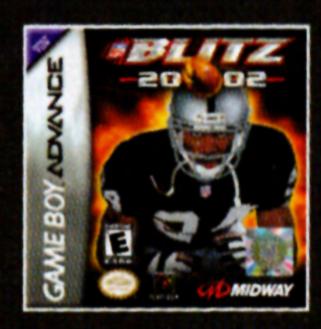
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